

Sunday, February 13. 2011

Wiz-Vectrex : Vectrex Emulator for Wiz v1.1.0

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

Wiz-Vectrex is a port on Wiz of my latest caanoo port version of VecX.

What's new compared to original version :

- Major speed improvements :
 - + 6809 emulation
 - + vector rendering
 - + remove vector cash (buggy and time consuming)
- Sound emulation completely rewritten and inspired from 8910 driver of xname.
- The rotate 90' view is now much faster and it is used as default render mode.
- Save state modification, it is now faster to save state (but previously saved games are not compatible with this new version !)
- Add .vec and .gam file extention as valid rom extention
- Add option to change color between gray and blue

Here is a full working binary version :
wiz-vectrex-v1.1.0-bin.zip

And source code :
wiz-vectrex-v1.1.0-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Vectrex at 21:15

Monday, June 28. 2010

Wiz-SIM: A SamCoupé Emulator for Wiz v1.1.0

Hi All,

SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.

For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

Wiz-Slm is a port of the PSP/Gp2X versions i've previously released. Special thanks to Nick666 for gfx.

How to use it ? Everything is in the README.txt file.

Here is a full working binary version :
wizsim-v1.1.0-bin.zip

And source code :
wizsim-v1.1.0-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in SamCoupe at 18:21

Sunday, February 14. 2010

Wiz-THOM: A TO7-70 emulator for Wiz v1.1.0

Hi All,

Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see <http://www.sylvain-huet.com>), then Eric Botcazou (see <http://nostalgies.thomsonistes.org/>) continued this project and added many news features.

Here is a port on Wiz of version that i had previously ported to Gp2X and PSP.

How to use it ? Everything is in the README.txt file.

If you're looking for games and software have a look here :
[to7-70 games](#)

Here is a full working binary version :
[wizthom-v1.1.0-bin.zip](#)

And here is the source code :
[wizthom-v1.1.0-src.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Thomson TO7 at 16:23

Sunday, February 7. 2010

Wiz-Int: Intellivision Emulator for Wiz v1.0.0

Hi All,

Jzintv is an emulator of the Intellivision videogame system written by Joe Zbiciak running on many systems such as Linux, Unix, Windows and MacOS.

See official jzintv site for further informations.

Here is a port on Wiz of the version 20051204 that i had previously ported to Gp2X and PSP.

How to use it ? Everything is in the README.txt file.

Here is a full working binary version :
wizint-v1.0.0-bin.zip

And here is the source code :
wizint-v1.0.0-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Intellivision at 12:51

Monday, September 28. 2009

Wiz-Atari : Atari 800/130/5200 Emulator for Wiz v1.1.1

Hi All,

Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer. It can be used on console, FrameBuffer or X11. See <http://atari800.sourceforge.net/> for further informations.

Wiz-ATARI is a port of the PSP version to GP2X Wiz.

Many new features have been added such as cheat codes and save states with thumbnail images etc ...

How to use it ? Everything is in the README.txt file.

Sources are included, and this package is under the GNU public license, read COPYING.txt file for more information about it.

UPDATE: a small bug has been fixed in original atari emu (v1.1.0 has been replaced by v1.1.1)

Here is a full working binary version :
[wizatari-v1.1.1-bin.zip](#)

Here is the source code :
[wizatari-v1.1.1-src.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Atari 5200 at 22:30

Friday, September 18. 2009

Wiz-TI99: A TI-99 emulator for Wiz v1.1.0

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer running on Windows and Unix. The emulator faithfully imitates the TI99/4 model (see <http://www.mrousseau.org/programs/ti99sim/>)

Wiz-TI99 is a port on Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version. Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (cartridges, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games on your cartridges folder !

How to use it ? Everything is in the README.txt file.

If you want to convert games etc ... have a look to Ti99/sim web site for more informations (<http://www.mrousseau.org/programs/ti99sim/>).

You can give a try to the cartridges package :
here

Sources are included, and this package is under the GNU public licence, read COPYING.txt file for more information about it.

Here is a full working binary version :
wizti99-v1.1.0-bin.zip

Here is the source code :
wizti99-v1.1.0-src.zip

**** This port is dedicated to my good friend Buzz ****

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Blog Export: ZX-81's web site, <http://zx81.zx81.free.fr/serendipity/>

Posted by zx-81 in TI 99 at 22:00

Sunday, September 13. 2009

Wiz-7800: Atari 7800 emulator for Wiz v1.1.0

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see Greg Stanton web site for details.

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (rom, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games on your disk and rom folders !

Here is a full working binary version :
wiz7800-v1.1.0-bin.zip

Here is the source code :
wiz7800-v1.1.0-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Atari 7800 at 12:46

Saturday, September 12. 2009

Wiz-TI92: A TI-92 Calculator emulator v1.1.0 for Wiz

Hi all,

XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments). It was originally written by Jonas Minnberg and was closed source. Jonas Minnberg has not worked on XTiger for quite a while and he gave Misha Nasledov the code and permission to GPL it.

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

This version supports the Wiz Touch screen, for both menus and virtual keyboard !

The package is under GPL Copyright and sources are included.

Many TI92 stuff can be found on the following urls :

<http://www.ticalc.org>, and on the texas instruments web site <http://education.ti.com>

Here is a PDF version of the manual : <http://www.smendes.com/ti89.pdf>

Here is a full working binary version :
[wizti92-v1.1.0-bin.zip](#)

Here is the source code :
[wizti92-v1.1.0-src.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in TI 92 at 02:15

Saturday, September 5. 2009

Wiz-2600: Atari 2600 emulator for Wiz v1.1.0

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (rom, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games on your disk and rom folders !

Here is a full working binary version :
wiz2600-v1.1.0-bin.zip

Here is the source code :
wiz2600-v1.1.0-src.zip

Enjoy,

Zx.

UPDATE: a 'joy' folder was missing, i've uploaded a new zip version (thanks to Neil for his feedback).

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Atari 2600 at 16:41

Saturday, August 29. 2009

Wiz-MSX: MSX Emulator for Wiz v1.1.0

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See <http://fms.komkon.org/fMSX/> for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Add gzipped disk file support, reduce disk file size from 700k to 50k !
(you may gzip original dsk file using www.7-zip.org)

How to use it ? Everything is in the README.txt file.

Here is a full working binary version :
[wizmsx-v1.1.0-bin.zip](#)

Here is the source code :
[wizmsx-v1.1.0-src.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcmu network or <http://www.gp32x.com/>.

Posted by zx-81 in MSX at 20:49

Wiz-CAP32: Amstrad CPC Emulator for Wiz v1.1.0

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich. This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- Speed improvements
- Text editor to modify the global cheat.txt file
- Memory monitoring engine to find your own cheat code !
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Add option to disable auto fire in settings menu
- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- bug fix in CRTIC emulation
(games such as Prehistorik II just couldn't be launched)

How to use it ? Everything is in the README file.

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
[wizcap32-v1.1.0-bin.zip](#)

Here is the source code :
[wizcap32-v1.1.0-src.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Amstrad at 02:34

Wednesday, August 26, 2009

Wiz-Colem: Colecovision emulator for Wiz v1.1.0

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See <http://fms.komkon.org/ColEm/> for further informations.

WIZ-Colem is a port on Wiz of my previous PSP port version of ColEm.

What's new in version 1.1.0 (compared to original or even my old gp2x version) :

- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (roms, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games in your rom folder !
- Save state dates are displayed in the emulator window
- Save state files are now saved using gzip compression (with STZ as file extension). It's much faster to save or load states now.
You can use gzip or 7-zip to convert old STA to STZ.
STA file format is still supported for loading, so you convert your previous saved files inside the emulator.
(it's now easier to identify and to load the right save state slot)
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto fire support for second joystick
- Zip rom files are decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Auto-fire mode, press RTrigger+X to switch it on/off
- Add several new hotkeys :
 - . settings such as fps, render mode, auto fire speed can now be directly modified inside the emulator (no need to enter in the settings menu)
 - . quick save / quick load current state (no need to enter in the main menu)
- Add ntsc/pal option and fix issue with default speed (emulator was too slow in ntsc mode)

Sources are included, and this package is under the GNU public license, read COPYING.txt file for more information about it.

Here is a full working binary version :
wizcolem-v1.1.0-bin.zip

The source code is here :
wizcolem-v1.1.0-src.zip

Blog Export: ZX-81's web site, <http://zx81.zx81.free.fr/serendipity/>

Enjoy,

Zx

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in ColecoVision at 15:38